

The Agent 2003 Conference on:

Challenges in Social Simulation

Gleacher Center

The University of Chicago

Methods, Toolkits, and Techniques Workshop, October 2, 2003

Conference Papers, October 3–4, 2003

Social agent simulation is gaining widespread acceptance throughout the social sciences and the social informatics community. Social agent simulations have great potential for becoming electronic laboratories that will allow rapid discovery in social science.

Agent 2003 will provide a forum for realizing the potential of agent methodologies by promoting the interplay among social theory, modeling, experiment, and computation.

Topics of interest include:

- Emergence of actors, institutions, and markets
- Social agent behavior and identity formation, learning, and adaptation
- Frameworks for negotiation and collaboration among agents
- Simulation of dynamic and multilayer social networks
- Applications of agent simulation spanning sociology, political science, economics, business, and ecology

Conference papers will be presented on Friday, October 3, and Saturday, October 4, 2003.

Authors interested in presenting a paper should submit an abstract of at least 500 words to agent2003@src.uchicago.edu. If your abstract is accepted, you will be asked to submit a paper of 2,500 to 4,000 words in final form. Paper format guidelines are available at the conference Web site at agent2003.anl.gov. Papers presented at the conference will be published in a *Proceedings*.

Dates:

- **June 11** **Abstract Deadline**
- **July 11** **Notification of Acceptance**
- **September 2** **Final Paper Deadline**

A conference workshop will focus on agent simulation methods, toolkits, and techniques. Related classes and tutorials are being planned for September 29 to October 1.

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Registration required.

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